

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game system for playing an image displaying game and for generating a display comprising:

a plurality of game cards for use in a card game, each visually portraying a figure of a character and including recorded data,

a game information storage medium storing a game program relating to game card character figures,

a game machine including a processing system for removably receiving therein the game information storage medium to execute an image display game program,

each of said plurality of game cards recording for an associated character each of the characters depicted, at least identification data of the associated character characters and characteristic data relating to a characteristic of [[an]] the associated character and for causing a change to a graphics image involving a displayed associated character dependent on the progress of said image-displaying game;

wherein one of said game information storage medium and said game machine includes external information reading circuitry for reading the identification data and characteristic data of the characters recorded on said game cards; and

said processing system, when supplied with the identification data and characteristic data read by said external information reading circuitry from one or more

of said game cards being operable to generate a display visually portraying said associated character and for processing a game program of the image-displaying game ;  
~~processes the characteristic data to apply a cause the change to the image involving said~~  
displayed character by using said characteristic data ~~original content of the game program~~  
~~stored in said game information storage medium.~~

Claims 2-6. (Cancelled).

7. (Previously Presented) A game system according to claim 1, wherein said game cards are trading cards each including a figure of a character differing in rarity value.

8. (Previously Presented) A game system according to claim 1, wherein the characteristic data recorded on at least one of said game cards includes sound data related to at least the associated character, and

wherein said processing system generates sound of the associated character on the basis of sound data read by said external information reading circuitry.

9. (Previously Presented) A game system according to claim 1, wherein the characteristic data recorded on at least one of said game cards includes text data explaining an individual feature of the associated character, and

wherein said processing system displays text data read by said external information reading circuitry on a game screen.

10. (Previously Presented) A game system according to claim 1, wherein at

least the identification data and characteristic data of the characters are optically readably recorded on said game cards using a two-dimensional array of dots, and

wherein said external information reading circuitry comprises an optical reader for optically reading the identification data and characteristic data of the characters recorded on said game cards.

11. (Previously Presented) A game system according to claim 1, wherein at least the identification data and characteristic data of the characters are electronically readably recorded in a non-volatile memory, and

wherein said external information reading circuitry comprises a reader for electrically reading the identification data and characteristic data of the characters stored in said non-volatile memory of said game cards.

12. (Previously Presented) A game system according to claim 1, wherein at least the identification data and characteristic data of the characters are magnetically recorded in a magnetic recording area formed in one surface of said game cards, and

wherein said external information reading circuitry comprises a magnetic reader for magnetically reading the identification data and characteristic data of the characters recorded in the magnetic recording area of said game cards.

13. (Previously Presented) A game system comprising:  
a plurality of collection cards, each visually portraying a figure of a character and including recorded data relating to said character;

a game information storage medium storing a game program to display at least some of the characters portrayed on said collection cards on an image display device;

a game machine including a processing system for receiving therein said game information storage medium to execute an image display game;

wherein at least one of said collection cards includes a particular character other than a character stored in said game information storage medium and includes display data recorded thereon for displaying a figure of the particular character, an identification code of the particular character and characteristic data of the particular character,

wherein one of said game information storage medium and said game machine further comprises external information reading circuitry for reading the identification code and characteristic data recorded on said collection card,

D( said processing system being operable to

execute the game program based on the game program stored in said game information storage medium when the identification code and characteristic data of the particular character are not supplied by said external information reading circuitry, and to

execute the game program and process the character data of the particular character when supplied with the identification code and characteristic data of the particular character read from said external information reading circuitry, and to display the display data of the particular character during the game.

14. (Previously Presented) A game system according to claim 13, wherein the characteristic data stored on said collection card includes sound data related to at least

the character, and

wherein said processing system generates sound of the character on the basis of sound data read by said external information reading circuitry.

15. (Previously Presented) A game system according to claim 13, wherein the characteristic data includes ability data related at least to the character, and

said processing system changes a display state of the character in the game based upon ability data read by said external information reading circuitry.

16. (Previously Presented) A game card for use in a game system including a game information storage medium storing a game program for generating at least some of the characters depicted on a plurality of such game cards on an image display device, a game machine including a processing system for receiving therein said game information storage medium to execute an image display game program; and external information reading circuitry provided in one of said game information storage medium and said game machine for reading data recorded in said game card, said game card comprising:

a visually portrayed figure of a character for use in playing a card game,

a machine readable recording of at least an identification code of the character and characteristic data related to said character, said characteristic data including ability data visually recognizably printed on said game card and hidden data not visually recognizably printed on said game card, and

wherein said characteristic data is disposed on said card such that it can be read by said external information reading circuitry and used in an electronic game played on said

game machine.

Claim 17. (Cancelled).

18. (Previously Presented) A game card according to claim 16, wherein said game card further comprises additional data recorded thereon in addition to said characteristic data, the additional data including a mini-game program for playing a game which may be added to the game based on the game program stored in said game information medium, and

61 wherein the mini-game program recorded on said game card records a mini-game program for realizing a mini-game in said game card separate from the game program stored in said game information storage medium, and

wherein said game card further comprises order data recorded thereon for rearranging parts of the mini-game program.

19. (Previously Presented) A game card according to claim 16, wherein the characteristic data includes at least sound data to generate a sound of the character, ability data of the character, and amount data indicating an amount of the sound data and ability data.

20. (Previously Presented) A game card according to claim 16, wherein the characteristic data includes at least sound data for generating sound of the character, ability data representative of an ability of the character and text data explaining a feature of the character.

21. (Previously Presented) A game card according to claim 16, further including additional data corresponding to the identification code of the visually portrayed character and data for determining the amount of data recorded.

22. (Previously Presented) A game card according to claim 16, wherein said external information reading circuitry comprises an optical reader for optically reading the identification data and characteristic data of the character visually portrayed on said game card, and

wherein said game card includes an optically readable recording of at least the identification data and characteristic data of the character comprising a two-dimensional array of dots.

23. (Previously Presented) A game card according to claim 16, wherein said external information reading circuitry comprises a reader for reading the identification data and characteristic data of the visually portrayed character, and

wherein said game card includes a non-volatile memory recording at least the identification data and characteristic data of the character.

24. (Previously Presented) A game card according to claim 16, wherein

said external information reading circuitry comprises a magnetic reader for magnetically reading the identification data and characteristic data of the visually portrayed character, and

wherein said game card includes a magnetic memory provided in one surface thereof recording at least the identification data and characteristic data.

25. (Previously Presented) A game information storage medium for use in a game system including a plurality of game cards for playing a card game, each card visually portraying a figure of a character and including data recorded thereon related to said character, said game information storage medium storing a game program, a game machine including a processing system for receiving therein said game information storage medium to execute an image display game program, and external information reading circuitry provided on one of said game information storage medium and said game machine to read data recorded on said game card, wherein said plurality of game cards record on a character-by-character basis at least identification codes of the characters and characteristic data for representing individual aspects of the characters depicted with figures,

said game information storage medium comprising:

a first game program memory section for storing a first program for playing a game to display characters in an image display game, and

a second game program memory section for storing a second program for executing a game using said characteristic data to be added to the first game program



when supplied with the identification code and characteristic data read from said external information reading circuitry.

26. (Previously Presented) A game information storage medium according to claim 25, wherein said information storage medium is a cartridge including a semiconductor memory storing the first program and second program, and a case accommodating said semiconductor memory and integrally formed with said external information reading circuitry.

27. (Previously Presented) A game information storage medium according to claim 25, wherein said game cards store a plurality of kinds of characteristic data on an identification-code-by-identification-code basis, and

DL  
said game information storage medium includes a semiconductor memory storing the first program and second program, a writable/readable memory for writably/readably storing at least part of the characteristic data corresponding to at least part of the identification codes, and a case accommodating said semiconductor memory and writable/readable memory and integrally formed with said external information reading circuitry.

28. (Previously Presented) A game system comprising:  
a game card for use in a card game, said game card visually portraying a figure of a character and including recorded data,  
a game information storage medium including:

a memory storing a game program for playing a game related to said game card,  
and

reading circuitry for reading information from said game card; and

a game machine including a processing system for removably receiving therein the  
game information storage medium to execute an image display game program.

29. (Original) A game system according to claim 28, wherein said game  
information storage medium includes processing circuitry.

30. (Original) A game system according to claim 28, wherein said game  
machine is a hand-held device and includes a display.

31. (Previously Presented) A game system according to claim 28, where  
said game card includes identification data of the character portrayed thereon and  
characteristic data relating to a characteristic of the associated character.

32. (Original) A game system according to claim 28, wherein said game  
information storage medium includes, for each of a plurality of characters, a first memory  
section for storing identification data and characteristic data, and a second memory  
section that stores identification data and characteristic data acquired during progress of  
the game.

33. (Original) A game system according to claim 28, wherein said game card is  
one of a plurality of trading cards each including a figure of a character differing in rarity  
value, and

said game machine uses said cards to play a game associated with the game

program stored in said game information storage medium.

34. (Original) A game system according to claim 28, wherein the characteristic data stored on said game card includes sound data related to at least an associated character, and

wherein said processing system generates sound of the character on the basis of sound data read by said reading circuitry.

35. (Previously Presented) A game system according to claim 28, wherein said data stored on said game card includes text data explaining an individual feature of the character, and

01 wherein said processing system displays text data read by said reading circuitry on a game screen.

36. (Previously Presented) A game system according to claim 28, wherein said game card optically readably records by a two-dimensional array of dots at least identification data and characteristic data of the portrayed character, and

wherein said reading circuitry comprises an optical reader for optically reading the identification data and characteristic data of the character recorded on said game card.

37. (Previously Presented) A game system according to claim 28, wherein said game card includes an electrically readable recording of at least of character identification data and characteristic data of the character in a non-volatile memory, and

wherein said reading circuitry comprises a reader for electrically reading the identification data and characteristic data of the character stored in said non-volatile

memory of said game card.

38. (Previously Presented) A game system according to claim 28, wherein said game card includes a magnetic recording of at least character identification data and characteristic data of the associated character in a magnetic recording area formed in one surface thereof, and

wherein said reading circuitry comprises a magnetic reader for magnetically reading the identification data and characteristic data of the character recorded in the magnetic recording area of said game card.

39. (Original) A removable memory for a game system comprising:

a program memory for storing a game program involving cards;

01 a data reader for reading data from at least one card;

processing circuitry for processing data read from a card; and

a connector for connecting to a game machine having a processing system for executing said game program.

40. (Original) A removable memory according to claim 39, further including a RAM memory.

41. (Original) A removable memory according to claim 39, further including a groove for receiving at least a portion of said game card for reading data from said game card.

42. (Original) A removable memory according to claim 39, further including a first game program memory section for storing a first program for playing

a game to display characters in an image display game, and

a second game program memory section for storing a second program for executing a game using said characteristic data to be added to the first game program when supplied with the identification code and characteristic data read from said data reader.

43. (Previously Presented) A removable memory according to claim 42, wherein said removable memory comprises a cartridge including a semiconductor memory storing the first program and second program, and a case accommodating said semiconductor memory and integrally formed with said data reader.

44. (Previously Presented) A game system for use with at least one game card visually portraying a figure of a character and including recorded information comprising:

reading circuitry for reading information from said game card;

a game information storage medium including a memory storing a game program for playing a game related to said at least one game card; and

a game machine including a processing system for executing an image display game program, wherein a portion of said image display program is stored in said game information storage medium and a portion of the image display program is obtained from said at least one game card.

45. (Previously Presented) A game system according to claim 44, wherein said game information storage medium includes processing circuitry.

46. (Previously Presented) A game system according to claim 44, wherein said game machine is a hand-held device and includes a display.

47. (Previously Presented) A game system according to claim 44, where said game card includes identification data of the character portrayed thereon and characteristic data relating to a characteristic of the associated character.

48. (Previously Presented) A game system according to claim 44, wherein said game information storage medium includes, for each of a plurality of characters, a first memory section for storing identification data and characteristic data, and a second memory section that stores identification data and characteristic data acquired during progress of the game.

49. (Previously Presented) A game system according to claim 44, wherein said at least one game card includes a plurality of trading cards each including a figure of a character differing in rarity value, and

said game system uses said cards to play a game associated with the game program stored in said game information storage medium.

50. (Previously Presented) A game system according to claim 44, wherein the at least one game card includes sound data related to at least an associated character, and wherein said processing system generates sound of the character on the basis of sound data read by said reading circuitry.

51. (Previously Presented) A game system for use with at least one game card visually portraying a figure of a character and storing information in the form of a

two dimensional array of dots comprising:

reading circuitry for reading the two dimensional array of dots from said game card;

a game information storage medium including a memory storing a game program for playing a game related to said at least one game card, and

a processing system for executing a card related image display game program, wherein at least a portion of said card related image display program is stored in said game information storage medium, said processing system being operable to process graphics image data embodied in said two-dimensional array of dots.

52. (Previously Presented) A game system according to claim 51, wherein said reading circuitry and said game information storage medium are housed in a removable cartridge.

53. (Previously Presented) A game system according to claim 51, wherein said processing system is a hand-held device and includes a display.

54. (Previously Presented) A game system according to claim 51, where said game card includes identification data of the character portrayed thereon and characteristic data relating to a characteristic of the associated character.

55. (Previously Presented) A game system according to claim 51, wherein said at least one game card includes a plurality of trading cards including a figure of a character differing in rarity value, and

wherein said game system uses said cards to play a game associated with the game

program stored in said game information storage medium.

56. (Previously Presented) A game system according to claim 51, wherein the at least one game card includes sound data related to at least an associated character, and wherein said processing system generates sound of the character on the basis of sound data read by said reading circuitry.

57. (Currently Amended) A game system for playing an image displaying game and for generating a display comprising:

101 a plurality of game cards for use in a card game, each visually portraying a figure of a character and including recorded data,

a game information storage medium storing a game program relating to game card character figures,

a game machine including a processing system for removably receiving therein the game information storage medium to execute an image display game program,

said plurality of game cards recording, for each of the characters depicted, at least identification data of the characters and characteristic data relating to a characteristic of an associated character, said identification data and characteristic data when processed by said processing system causing a change to a graphics image involving a displayed associated character dependent upon the progress of said image displaying game;

wherein one of said game information storage medium and said game machine includes external information reading circuitry for reading the identification data and characteristic data of the characters recorded on said game cards,



said processing system, when supplied with the identification data and characteristic data read by said external information reading circuitry from one or more of said game cards, processes the characteristic data to apply a change to said graphics image of a displayed associated character as a result of processing the characteristic data and the original content of the game program stored in said game information storage medium, and

said processing system, when not supplied with the identification data and characteristic data by said external information reading circuitry from one or more of said game cards, executes a process on the basis of only the game program stored in said game information storage medium.

58. (Previously Presented) A game system comprising:

a plurality of game cards for use in a card game, each visually portraying a figure of a character and including recorded data,

a game information storage medium storing a game program relating to game card character figures,

a game machine including a processing system for removably receiving therein the game information storage medium to execute an image display game program,

said plurality of game cards recording, for each of the characters depicted, at least identification data of the characters and characteristic data relating to a characteristic of an associated character;

wherein one of said game information storage medium and said game machine

includes external information reading circuitry for reading the identification data and characteristic data of the characters recorded on said game cards,

said processing system, when supplied with the identification data and characteristic data read by said external information reading circuitry from one or more of said game cards, processes the characteristic data to apply a change to the original content of the game program stored in said game information storage medium,

said game information storage medium includes, for each of the characters, a first memory section for storing the identification data and characteristic data, and a second memory section for storing identification data and characteristic data acquired during progress of the game, and

said first storage section stores a registering program for writing and registering when the identification data of the character read by said external information reading circuitry is in a predetermined condition, the identification data and characteristic data being read from the game card to said second storage section.

59. (Previously Presented) A game system comprising:

a plurality of game cards for use in a card game, each visually portraying a figure of a character and including recorded data,

a game information storage medium storing a game program relating to game card character figures,

a game machine including a processing system for removably receiving therein the game information storage medium to execute an image display game program,

said plurality of game cards recording, for each of the characters depicted, at least identification data of the characters and characteristic data relating to a characteristic of an associated character;

wherein one of said game information storage medium and said game machine includes external information reading circuitry for reading the identification data and characteristic data of the characters recorded on said game cards,

said processing system, when supplied with the identification data and characteristic data read by said external information reading circuitry from one or more of said game cards, processes the characteristic data to apply a change to the original content of the game program stored in said game information storage medium,

01  
said game information storage medium includes, for each of the plurality of characters, a first memory section for storing identification data and characteristic data, and a second memory section for storing identification data and characteristic data acquired during progress of the game,

said plurality of game cards having recorded thereon as characteristic data, data corresponding to the identification data of one or a plurality of the characters, and

said second storage section further storing, when the identification data of the character read by said external information reading circuitry is in a predetermined state, a program for registering additional data read out of the game card in addition to the characteristic data corresponding to the identification data of the character.

60. (Previously Presented) A game card for use in a game system including a

game information storage medium storing a game program for generating at least some of the characters depicted on a plurality of such game cards on an image display device; a game machine including a processing system for receiving therein said game information storage medium to execute an image display game program; and external information reading circuitry provided in one of said game information storage medium and said game machine for reading data recorded in said game card, said game card comprising:

a visually portrayed figure of a character for use in playing a card game,

a machine readable recording of at least an identification code of the character and characteristic data related to said character, and

01 wherein said characteristic data is disposed on said card such that it can be read by said external information reading circuitry and used in an electronic game played on said game machine, and

wherein said game card includes a recording of additional data in addition to said characteristic data and the additional data includes mini-game program for playing a game which may be added to the game based on the game program stored in said game information storage medium.

61. (Previously Presented) A game card for use in a game system including a game information storage medium storing a game program for generating at least some of the characters depicted on a plurality of such game cards on an image display device; a game machine including a processing system for receiving therein said game information storage medium to execute an image display game program; and an external information

reading circuitry provided in one of said game information storage medium and said game machine for reading data recorded in said game card, said game card comprising:

a visually portrayed figure of a character for use in playing a card game,

a machine readable recording of at least an identification code of the character and characteristic data related to said character, and

wherein said characteristic data is disposed on said card such that it can be read by said external information reading circuitry and used in an electronic game played on said game machine, and

wherein said game card is machine-readably recorded with image data for displaying a figure of the character, and said image data is read by said external information reading circuitry thereby to display the character's figure in a game by said game machine.

62. (Previously Presented) A game card for use in a game system including a game information storage medium storing a game program for generating at least some of the characters depicted on a plurality of such game cards on an image display device; a game machine including a processing system for receiving therein said game information storage medium to execute an image display game program; and an external information reading circuitry provided in one of said game information storage medium and said game machine for reading data recorded in said game card, said game card comprising:

a visually portrayed figure of a character for use in playing a card game,

a machine readable recording of at least an identification code of the character and

characteristic data related to said character, and

wherein said characteristic data is disposed on said card such that it can be read by said external information reading circuitry and used in an electronic game played on said game machine, and

wherein said game card includes, in a machine-readable manner, printed dots distributed within blocks each of which has a predetermined area, and by printing the dots with different distributions, at least the identification data and the character data are machine-readably recorded on said game card.

63. (Previously Presented) A game system for playing a video game using a plurality of game cards, each card including a graphical image and recorded information comprising:

reading circuitry for reading information from said plurality of game cards;

a game information storage medium for storing data indicative of the information recorded on said plurality of game cards; and

a game machine including a processing system for executing a game program, said game program including instructions obtained from each of said plurality of cards.

64. (Previously Presented) A game system according to claim 63, wherein said reading circuitry is operable to read data from a two-dimensional dot array recorded on each of said plurality of cards.

65. (Previously Presented) For use in a video game system for playing a video game using a plurality of game cards, said video game system including reading circuitry

for reading information from said plurality of game cards, a game information storage medium for storing data indicative of the information recorded on said plurality of game cards, and a game machine including a processing system for executing a game program, a plurality of game cards comprising:

a first game card having graphical information embodied thereon for graphically depicting game related information and having encoded thereon a first set of program instructions for execution by said processing system; and

a second game card having graphical information thereon graphically depicting game related information and having encoded thereon a second set of program instructions for execution by said processing system, wherein at least said first game card and said second game card must be read by said reading circuitry to enable said processing system to execute said game program.

66. (Previously Presented) A plurality of game cards according to claim 65, wherein each of said first game card and said second game card include a two-dimensional dot array recorded thereon.

67. (Previously Presented) A method of operating a game system for playing a video game using a plurality of game cards, each card including a graphical image and recorded information, said game system including reading circuitry for reading information from said plurality of game cards, a storage device for storing a first set of program instructions, and a processing system for executing a game program, said method of operating said game system comprising:

executing by said processing system said first set of program instructions stored in said storage device,

reading recorded information from said plurality of game cards,

storing said recorded information from said plurality of game cards in a memory in said game system, and

executing instructions from each of said plurality of game cards.

68. (Previously Presented) A method according to claim 67, wherein said storage device for storing a first set of program instructions is embodied in a card reading module, and said processing system is embodied in a hand held housing, said card reading module being removably connectable to said hand-held housing.

69. (Previously Presented) A method according to claim 67, further including:  
determining whether a sufficient number of cards have been read to execute instructions obtained from said plurality of cards.

70. (Previously Presented) A method according to claim 67 further including:  
rearranging the order of stored information read from said plurality of cards.

71. (Previously Presented) A method according to claim 67 wherein the recorded information read from said plurality of game cards includes program sequence data and the method further includes rearranging the order of stored information read from said plurality of cards based on the program sequence data.

72. (Previously Presented) A method according to claim 67 wherein the recorded information read from said plurality of game cards includes total program



amount data and the method further includes determining whether a sufficient number of  
cards have been read to execute instructions obtained from said plurality of cards based  
on the total program amount data.

---